



# **PHM PEGASUS<sup>TM</sup> ADVANCED BATTLE DISK**

**LUCASFILM GAMES<sup>TM</sup>**

# PHM PEGASUS ADVANCED BATTLE DISK

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## ADVANCED BATTLE SCENARIOS

These ten new missions (nine for Apple) will push your skills and your hydrofoil to the limit. As you meet daunting new adversaries in trouble spots around the world, you'll need ingenious strategies and quick reflexes just to survive.

### GETTING STARTED

1. Boot PHM Pegasus program disk by following the instructions on the Command Summary card.
2. When you see the "please insert scenario disk" message, remove the Program Disk and insert your Advanced Battle Disk.
3. At the Scenario Screen, select the number of the scenario you wish to play.
4. Wait for the scenario to load, then press V to go to the bridge. You're sailing.

# SCORES

**Main Objective:** Full points are awarded if the mission is successfully completed; no points are awarded if the main objective is not accomplished. Range: 1,000-5,000 points.

**Enemies Destroyed:** Points are awarded for each enemy destroyed. Range: 50-500 points.

**Enemies Damaged:** Points are awarded for each enemy hit but not destroyed. Range: 25-250 points.

**Time Remaining:** Points are awarded when the mission is successfully completed in less than the allotted time. Range: 1 to 4 points per minute.

**Survival Bonus Points** are awarded for avoiding damage to your hydrofoil when you successfully complete a mission. Points are earned for each of the twelve sections of the ship capable of sustaining damage - six for the hull, six for the systems. Points are awarded for undamaged sections, half for slight damage (yellow on damage display) and no points for heavy damage (red on damage display). Range: 20-200.



## RANKS

Your rank earned depends on the number of points accumulated, with different scales for each mission. The more difficult the mission, the higher rank you may earn. For example, maximum rank earned in training missions, such as One on One, is Ensign. In more difficult missions, such as The Med Flight, you can advance to Captain. The most difficult mission, Jihad II, allows you to earn Admiral's stripes — but only if you accomplish the main objective.

### Scenario

One on One  
Turkey Shoot  
Sink the Bismarck  
Splash 2  
Missile Alley  
Pegasus Vice  
The Med Flight  
El Tiburon Loco  
The Cold Cordon\*  
Jihad II

### Maximum Rank

Ensign  
Lieutenant  
Commander  
Commander  
Commander  
Commander  
Captain  
Commodore  
Commodore  
Admiral

*\*not in Apple II version.*

## ADVANCED BATTLE DISK SCENARIOS

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### ONE ON ONE

**Objective:** Destroy the enemy ship before it destroys you.

**Rank attainable:** Ensign.

**Enemy vessel:** PHM Hercules.

**Strategy tip:** Make sure your gunning reflexes are extra-sharp!

You are up against the PHM Hercules in a test of rapid-fire shooting skills. This even match of two ships with radar-assisted high-speed cannon should result in a quick defeat for one or the other. Start firing, and don't let up!

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### TURKEY SHOOT

**Objective:** Shoot down Soviet Hormone helicopters within the allotted time.

**Rank attainable:** Lieutenant.

**Enemy vessels:** Hormone helicopters.

**Strategy tips:** Be quick — and extra accurate — with your cannons.

This is a safe training exercise, stressing accuracy and speed with a manually-aimed cannon. A dozen simulated Hormone-type Russian helicopters are flying in evasive patterns near your position. You must shoot them all down in the allotted time to complete your objective.

## SINK THE BISMARCK

**Objective:** Destroy the German battleship Bismarck.

**Rank attainable:** Commander.

**Enemy vessel:** The Bismarck.

**Strategy tips:** Fire missiles early to slow him down. Maneuver quickly but carefully into cannon range.

A mysterious time warp sends your hydrofoil back to the cold waters of the North Atlantic early in World War II. There, you're up against the awesome firepower of the legendary battleship Bismarck. Use your speed and agility to dodge the massive cannon shells — one hit and you're history. But use your two Harpoons and your cannon well, and you'll prevail. Winston Churchill said it best: "I don't care how you do it, you must sink the Bismarck."

## SPLASH 20

**Objective:** Sink all enemy craft.

**Rank attainable:** Commander.

**Enemy vessels:** Patrol boat, OSA I, Nanuchka II.

**Strategy tips:** Your top priority is the first group of enemies. Use your guns on the nearby adversaries, missiles on the distant ones. Move as quickly as possible. Reduce radar range to minimum in order to spot incoming missiles, and keep that gun firing!

Splash 20 tests the experienced Commander's ability to destroy active targets quickly. A dozen enemy ships are suddenly in your immediate vicinity. Once the first minute of the scenario is over, up to eight of the ships you've sunk are replaced. To achieve the maximum rank of Commander, you must destroy at least eight of the original twelve ships in the first minute, then go on to destroy a total of at least twenty before time is up.

## MISSILE ALLEY

**Objective:** Destroy all aggressor missile boats.

**Rank attainable:** Commander.

**Enemy vessels:** Komar.

**Strategy tips:** Watch out for incoming missiles, and remember that your cannon can shoot them down.

A fast-paced training exercise to polish your missile-avoidance skills. You must head due South at full throttle, completely destroying two separate waves of missile boats along the way. Take a deep breath first, because you'll have your hands full!

## PEGASUS VICE

**Objective:** Capture four drug-running speedboats.

**Rank attainable:** Commander

**Enemy vessels:** Speedboats.

**Strategy tips:** Fire a warning shot across the bow of any suspicious craft. Your goal is search and seizure, not destruction.

Four drug runners from South America are trying to sneak past your hydrofoil and deliver their deadly contraband in Miami.

Unfortunately, their speedboats are indistinguishable from innocent civilian craft, giving them excellent cover. You can force a boat to stop by firing warning shots, but hit a boat — even a smuggler's — and the press will have a field day at your expense. Once you've forced a boat to stop, move in close and search for drugs with binoculars. You're close enough when the blips are side-by-side on the lowest-scale radar view. Find and capture all four smugglers in the allotted time to complete your objective.

## EL TIBURON LOGO

**Objective:** Head off an attack against the United States.

**Rank attainable:** Commodore.

**Enemy vessels:** Matka-class Soviet hydrofoils.

**Strategy tips:** Locate both enemy squadrons quickly, then use your missiles to save time.

The name of the scenario tells the story — a “crazy shark” of a Cuban naval commander has launched an unauthorized attack on the U.S. coast! Two squadrons of Matka-class hydrofoils, each armed with two anti-ship missiles and deck guns like yours, are closing in on Florida. You must stop them before their attack ignites international hostilities, but you must not harm civilian pleasure craft in the area.

## JIHAD II

**Objective:** Escort a cargo ship safely out of the Persian Gulf.

**Rank attainable:** Admiral.

**Enemy vessels:** Osa I, Osa II.

**Strategy tips:** Draw on the cargo ship’s resources as you fight your way past adversaries — and keep the enemy far away from the defenseless cargo ship.

Again, in the war-torn Persian Gulf, innocent ships are being fired upon without provocation or warning. Your mission is to escort a cargo ship, which has delivered supplies to a peaceful Gulf kingdom, back through the Straights of Hormuz. Worse yet, the Gulf war is at its hottest, and many hostile ships block your way. Your cargo ship can reload your hydrofoil *once* with cannon shell and chaff rounds, but you must bring both vessels to a complete stop next to each other. Use your two Seahawk helicopters to scout ahead; if you get too close, you will be presumed hostile and fired upon. And watch your fuel and time limit!

## THE MED FLIGHT

**Objective:** Transport a peace treaty safely out of the Mediterranean.

**Rank attainable:** Captain.

**Enemy vessels:** Patrol, Komar, Assad.

**Strategy tips:** Hold a fast, straight course due West until you approach Tunisia, then North to pass between Tunisia and Sicily. You can outgun most adversaries, but don't waste time on them if the engagement takes you off course.

A new peace treaty between Israel and Jordan has enraged Arab extremists. They've vowed to destroy the plane, boat, or car carrying the documents and the two nations' Ambassadors to the signing ceremony in Paris. Naturally, your hydrofoil has been assigned to slip through the net. Your objective: reach the Western edge of the map before time runs out.

## THE COLD CORDON

(not in Apple II version)

**Objective:** Prevent Soviet corvettes from raiding American convoys.

**Rank attainable:** Commodore.

**Enemy vessels:** Nanuchka III corvettes.

**Strategy tips:** Use your helicopters to locate the Nanuchkas.

Twelve Nanuchka III missile corvettes are headed toward the North Atlantic to raid American convoys. Your hydrofoil is stationed near Reykjavik, Iceland, along with a single Seahawk helicopter. A logistics error has left you without chaff rounds, so your only defense against missiles is your cannon. A supply vessel is positioned to your Southwest, and can resupply you once with shells and chaff rounds, if you move in close and shut down your engines. It also carries another Seahawk. Your objective is to sink all the Nanuchkas before they slip off the Southern edge of the map.

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# PHM PEGASUS™

## ADVANCED BATTLE DISK

Boot from original game disk.  
Use this side as new scenario disk.

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GAMES

Apple II+, IIe, IIC; 64k